UnitHash3d< char[coltablesize]
, char[coltableacc], char
[tablehuge] >

+ UnitHash3d()
+ SwapHugeAccum()
+ AddHugeToActive()
+ Clear()
+ Get()
+ Get()
+ GetHuge()
+ Put()
+ Eradicate()
+ Remove()
+ hash_int()
+ removeFromVector()

+c

CollideTable

+ CollideTable()
+ Update()